

ÖVGÜ 'ARIA' YELES

ENVIRONMENT & CONCEPT ARTIST

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PROFILE

Visual Development & Environment Artist with a background in Computer Engineering, combining world-building, visual storytelling, and technical problem-solving. Experienced in environment design, background painting, prop design, color, and lighting, with a hybrid workflow spanning traditional art, 3D, procedural tools, and real-time engines. Bridges artistic vision and technical thinking to build compelling, production-ready worlds for animation, games, film, and other story-driven projects.

PROFESSIONAL EXPERIENCE

Background Artist (Freelance) – Wish Machine Studios	Dec. 2025 – Sept. 2026
• Designed and modeled 3D production props and set elements within established studio pipelines.	
Illustrator (Freelance) – Mercedes-Benz	Nov. 2024 – Dec. 2024
• Created custom digital illustrations for a visual campaign.	
Background Painter (Remote) – The Hidden Hand Studios	Nov. 2023 – Mar. 2024
• Created detailed backgrounds and developed color keys and lighting scripts to support visual storytelling.	
Visual Development Artist (Freelance) – Blauw Films	Nov. 2022 – Oct. 2023
• Created background artwork and refined color and lighting scripts in response to art direction.	
2D/3D & UI Artist – Woordy Entertainment (Türkiye)	Mar. 2021 – Oct. 2021
• Supported character and UI concept development for mobile game projects.	
Intern – Udo Games (Türkiye)	Jul. 2022 – Aug. 2022
• Created 2D and 3D game assets, UI elements, characters, and logos, integrating assets into Unity.	

PERFORMING ARTS EXPERIENCE

Chorister – Leyla Gencer Gençlik Korusu & Devlet Çoksesli Çocuk Korusu	2009 – 2018
• Choral training, rehearsals and live performances, including theatre productions and seasonal public events. Additional stage experience through school theatre performances.	

EDUCATION

French as a Foreign Language (DEFLE) – Université Bordeaux Montaigne (France)	2026 – Present
B.S. in Computer Engineering (English) – Turkish Aeronautical Association University (Türkiye)	2019 – 2023
Visual Development Mentorship – Rise Up Animation (Mentors: M. Lago-Kaytis, K. Cronkhite)	2021 - 2022

SKILLS

Visual Development & Environment:	Set Design, Background Painting, Matte-Painting, Prop Design, Color & Lighting Scripts
3D & Technical Art:	3D Modeling, Texturing, Procedural Workflows, Unity, Unreal Engine
Software & Media:	Adobe Photoshop, Procreate, Blender, ZBrush Gouache, Charcoal, Graphite, Marker
Languages:	English (Fluent), Turkish (Native), French (A2–B1, currently studying)

AWARDS & FEATURES

- Winner - Supercell Golden Ticket -Trojan Horse Was a Unicorn (THU)(2022) •Winner-THU Creator's Circle (2023)
•Bold Journey Interview (2025) •Voyage LA Feature (2024) •Winner-Disney Turquie (2018) •Winner- Hasbro Turquie (2018)

INTERESTS

Opera & Musical Theatre, Architectural History, Historical Fantasy, Gothic Literature, Scenography & Maritime Worlds, Creature Design & Storytelling.